

Insight 1:

Everything is an object

Everything is an Object

- No primitive values

No primitive values

`1.class` \Rightarrow *Fixnum*

`(1.5).class` \Rightarrow *Float*

`true.class` \Rightarrow *TrueClass*

No primitive values

```
3.times do  
  # something  
end
```

```
class Integer  
  def times(&block)  
    # for "self" times run block  
  end  
end
```

Everything is an Object

- No primitive values
- Top level code also runs within an Object

Top level code also runs within an Object

```
# file my_app.rb

def foo
  "bar"
end

puts "My awesome #{foo} app!"

puts self           # main
puts self.class     # Object
```

Top level code also runs within an Object

```
class Object
  def main

    # file my_app.rb

    def foo
      "bar"
    end

    puts "My awesome #{foo} app!"

    puts self          # main
    puts self.class    # Object

  end
end.new.main
```

Everything is an Object

- No primitive values
- Top level code also runs within an Object
- Exception to the rule - Blocks